

MARTY LANGE

Lead Game & Platform Engineer

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SUMMARY

Game and platform engineer with nearly five years of progressive experience at Refactor Games, advancing from engineering intern to Lead Game & Platform Engineer. Experienced in Unreal Engine, Unity, C++, C#, native platform SDKs, multiplayer architecture, backend services, performance profiling, build systems, and cross-platform delivery. Trusted to own complex systems from early prototyping through production, mentor engineers, and keep technical decisions focused on reliability and the player experience.

PROFESSIONAL EXPERIENCE

Refactor Games | Los Angeles, CA

Lead Game & Platform Engineer

Associate Engineer

Engineering Intern

Jan 2022 - Present

Mar 2024 - Present

Jun 2022 - Mar 2024

Jan 2022 - Jun 2022

- Progressed from Engineering Intern to Lead Game & Platform Engineer over nearly five years, taking increasing ownership across gameplay, multiplayer, platform engineering, backend services, performance, build systems, and technical leadership.
- Promoted from intern to become Refactor Games' first full-time Associate Engineer following the company's formation in January 2022.
- Guide engineers through implementation challenges, review technical approaches, and coordinate solutions across gameplay, platform, backend, and content needs while delivering projects on aggressive production schedules.
- Assisted with the company's growth from 5 to more than 100 employees, serving as a technical resource for new and existing team members as the organization scaled.

SELECTED PROJECTS

FIFA WORLD CUP: LAUNCH EDITION | Lead Game & Platform Engineer

Unreal Engine

- Owned the majority of Netflix platform integration, including native SDK support, mobile controller connection flows, account login and authentication, backend connectivity, platform testing, and production validation.
- Designed and implemented a reusable Unreal Engine plugin around native SDKs, providing the team with a stable interface for extending platform-specific functionality without requiring direct interaction with low-level SDK implementations.
- Led CPU, GPU, and memory profiling for cloud-streamed gameplay, identifying inconsistencies across gameplay code, rendering, and content to help meet Netflix platform requirements.
- Integrated player identity, progression, status, and cloud-save services into game logic so account systems operated reliably at a production-ready level to millions of users.
- Implemented and evaluated dedicated-server architecture and gameplay replication to support cloud-streamed multiplayer experiences.
- Helped lead engineering efforts through an approximately 10-month development cycle, supporting teammates and keeping critical platform work aligned with release milestones.

FOOTBALL SIMULATOR | Associate Engineer & Lead Engineer

Unity

- Developed platform ports across Steam, Xbox, and the Epic Games Store using native SDKs, including packaging, build validation, rendering checks, and gameplay verification.

- Implemented reactive animation systems that allowed on-field characters to respond dynamically to changing gameplay states, improving the realism and readability of each play.
- Designed and implemented a training game mode that introduced players to core mechanics and provided a controlled environment for practicing plays.
- Performed extensive root-cause analysis and debugging across gameplay and platform systems to improve stability and maintainability. This resulted in a 60% reduction in RAM usage.
- Collaborated closely with other engineers to evaluate technical tradeoffs and select solutions that best served the player experience on a shipped title.

JOURNEYMAN | *Co-Creator & Lead Engineer*

Unreal Engine

- Built multiplayer-ready gameplay systems using peer-to-peer architecture to support player-hosted sessions and direct play with friends.
- Extended Dungeon Architect into a seamless procedural dungeon system featuring connected modular floors, designer-defined themes, dynamic loading and unloading, and successful test runs beyond floor 100.
- Used World Partition, level streaming, and HLOD systems to support a large explorable world while maintaining strong frame rates and controlled memory usage.
- Designed and implemented class skills and abilities that expanded each class toolset and reinforced distinct playstyles.
- Developed a multiplayer Arena mode featuring enemy waves, an equipment shop, progression systems, and drop-in play with friends.

SELECTED TECHNICAL WORK

- Developed, built, packaged, and validated projects across a wide range of operating systems, platforms, and devices, including Windows, Linux, macOS, Xbox, Steam, Epic Games Store, Steam Deck, iOS, Android, Meta Quest 3, and PICO VR.
- Developed XR and VR features using spatial anchors, full-color passthrough, real-world collision geometry, and motion trackers to turn a player's room into an interactive fighting environment.
- Created gameplay and tooling prototypes including a velocity-driven character camera, character-import tooling, spline-driven rhythm courses, physics interaction systems, skateboarding grind mechanics, and VR combat systems.
- Investigating Steam Workshop content loading in Unreal Engine and developing a platform-agnostic GameInstanceSubsystem for session creation, discovery, and lobby management.

TECHNICAL SKILLS

Languages

C++, C#, C, JavaScript, TypeScript, Kotlin, Bash

Multiplayer & Cloud

Gameplay replication, dedicated servers, peer-to-peer sessions, AWS GameLift, online services, authentication, cloud saves, pragma.gg

Tools & Delivery

Perforce, GitHub, Diversion Source Control, Jenkins, packaging, build automation, profiling, memory analysis, debugging

Engines & Frameworks

Unreal Engine 4/5, Unity, Three.js

Platforms

Windows, Linux, macOS, Steam, Epic Games Store, Xbox, Steam Deck, iOS, Android, Meta Quest 3, PICO VR

AI Tools

Claude, Chat GPT, Codex, Inworld AI

EDUCATION

California Polytechnic State University, San Luis Obispo
B.S. Computer Engineering

December 2021